WEST Search History

Hide Items | Restore | Clear | Cancel

DATE: Tuesday, August 22, 2006

Hide?	Set Name	Query	Hit Count
		DB=USPT; PLUR=YES; OP=OR	
☐	L5	L4 and bend$3 and twist$3 and (smooth or smoothness)	6
☐	L4	virtual same tape and user and adjust and allow$	207
☐	L3	L2 and adjust	1
☐	L2	L1 and user	1
☐	L1	6127672.pn.	1

END OF SEARCH HISTORY

WEST Search History

Hide Items | Restore | Clear | Cancel

DATE: Tuesday, August 22, 2006

Hide?	Set Name	Query	Hit Count
		DB=USPT; PLUR=YES; OP=OR	
☐	L9	L8 and bend$3 same twist$3 and curve and surface and smooth	3
☐	L8	shape near tape	1374
☐	L7	L6	40
☐	L6	L5 and (tape or ribbon) and flexible	40
☐	L5	L4 and (smooth or smoothness or smoothing)	51
☐	L4	L3 and curve and surface and relative same position	82
☐	L3	shape same tape and bend$3 and twist$3	922
☐	L2	5321257.pn.	1
☐	L1	5633494.pn.	1

END OF SEARCH HISTORY

WEST Search History

Hide Items | Restore | Clear | Cancel

DATE: Tuesday, August 22, 2006

Hide?	Set Name	Query	Hit Count
	DB=USPT; PLUR=YES; OP=OR		
☐	L9	curve same surface and (tape or ribbon) and virtual same (tape or ribbon) and shape and flexible and relative same position	6
☐	L8	L7 and virtual same (tape or ribbon)	5
☐	L7	measur$3 same tool and flexible and (smoothness or smooth or smoothing) and relative same position	627
☐	L6	measur$4 same (tape or ribbon) and virtual same curve	20
☐	L5	virtual same (tape or ribbon) and curve and flexible and smooth	19
☐	L4	L3 and virtual same tape	1
☐	L3	(tape or ribbon) same measur$5 and curve same shape and flexible and relative same position and (sense or sensing)	89
☐	L2	(tape or ribbon) same measur$5 and curve saame shape and flexible and relative same position and (sense or sensing)	28424
☐	L1	virtual same (tape or ribbon)same curve and relative same position and surface and flexible	2

END OF SEARCH HISTORY

Terms used
flexible tape curve and **relative position** and **virtual tape**

Found **43,998** of **184,245**

Sort results by relevance
Display results expanded form
Save results to a Binder
Search Tips
Open results in a new window

Try an Advanced Search
Try this search in The ACM Guide

Results 1 - 20 of 200 Result page: **1** 2 3 4 5 6 7 8 9 10 next
Best 200 shown
Relevance scale

1 Pointing and manipulation: An interface for creating and manipulating curves using a high degree-of-freedom curve input device
Tovi Grossman, Ravin Balakrishnan, Karan Singh
April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(2.00 MB) Additional Information: full citation, abstract, references, citings, index terms

Current interfaces for manipulating curves typically use a standard point cursor to indirectly adjust curve parameters. We present an interface for far more direct manipulation of curves using a specialized high degree-of-freedom curve input device, called ShapeTape. This device allows us to directly control the shape and position of a virtual curve widget. We describe the design and implementation of a variety of interaction techniques that use this curve widget to create and manipulate other v ...

Keywords: curve editing, high degree-of-freedom input

2 Exploring interactive curve and surface manipulation using a bend and twist sensitive input strip
Ravin Balakrishnan, George Fitzmaurice, Gordon Kurtenbach, Karan Singh
April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**
Publisher: ACM Press
Full text available: pdf(716.04 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D modeling, ShapeTape, bimanual input, curves, gestures, input devices, interaction techniques, surfaces

3 Manipulating space: Tangible NURBS-curve manipulation techniques using graspable handles on a large display
Seok-Hyung Bae, Takahiro Kobayash, Ryugo Kijima, Won-Sup Kim
October 2004 **Proceedings of the 17th annual ACM symposium on User interface software and technology**

Publisher: ACM Press
Full text available: pdf(2.07 MB) Additional Information: full citation, abstract, references, index terms

This paper presents tangible interaction techniques for fine-tuning one-to-one scale NURBS curves on a large display for automotive design. We developed a new graspable handle with a transparent groove that allows designers to manipulate virtual curves on a display screen directly. The use of the proposed handle leads naturally to a rich vocabulary of terms describing interaction techniques that reflect existing shape styling methods. A user test raised various issues related to the graspable ...

Keywords: NURBS-curve manipulation, automotive design, graspable handle, graspable user interface, large display, two-handed input

4 Projectors: advanced graphics and vision techniques

Ramesh Raskar
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(6.53 MB) Additional Information: full citation

5 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

6 Status report of the graphic standards planning committee

Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

7 Display of virtual braille dots by lateral skin deformation: feasibility study

Vincent Lévesque, Jérôme Pasquero, Vincent Hayward, Maryse Legault
April 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 2
Publisher: ACM Press
Full text available: pdf(5.58 MB) Additional Information: full citation, abstract, references, index terms

When a progressive wave of localized deformations occurs tangentially on the fingerpad skin, one typically experiences the illusion of a small object sliding on it. This effect was investigated because of its potential application to the display of Braille. A device was constructed that could produce such deformation patterns along a line. Blind subjects' ability to read truncated Braille characters ('○○', '○•', '•○', and '&bull ...

Keywords: Braille display, lateral skin deformation, tactile perception

8 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.64 MB) Additional Information: full citation

9 Virtual environments and interactivity: windows to the future

C. Conn, J. Lanier, M. Minsky, S. Fisher, A. Druin
July 1989 **ACM SIGGRAPH Computer Graphics , ACM SIGGRAPH 89 Panel Proceedings SIGGRAPH '89**, Volume 23 Issue 5
Publisher: ACM Press
Full text available: pdf(1.55 MB) Additional Information: full citation, abstract, index terms

I really apologize. I promised everyone I would come out wearing the data suit, but it just slipped my mind and I never got around to it. Actually Marvin Minsky was saying that the thing to do would be to come out with nothing on because that would be the perfect interface to the computer. So I kind of shunned the whole thing off at that point.We just heard Nicholas Negroponte ask us -- "how do we communicate with computers?" Well, that's why this panel is here today. We'll be discussing virtual ...

10 Dissertation Abstracts in Computer Graphics

January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1
Publisher: ACM Press
Full text available: pdf(2.53 MB) Additional Information: full citation

11 On the power of the frame buffer

Alain Fournier, Donald Fussell
April 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 2
Publisher: ACM Press
Full text available: pdf(1.95 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Raster graphics displays are almost always refreshed out of a frame buffer in which a digital representation of the currently visible image is kept. The availability of the frame buffer as a two-dimensional memory array representing the displayable area in a screen coordinate system has motivated the development of algorithms that take advantage of this memory for more than just picture storage. The classic example of such an algorithm is the depth buffer algorithm for determining visible s ...

12 Bender: a virtual ribbon for deforming 3D shapes in biomedical and styling applications

Ignacio Llamas, Alexander Powell, Jarek Rossignac, Chris D. Shaw
June 2005 **Proceedings of the 2005 ACM symposium on Solid and physical modeling**
Publisher: ACM Press
Full text available: pdf(873.92 KB) Additional Information: full citation, abstract, references, index terms

In contrast to machined mechanical parts, the 3D shapes encountered in biomedical or styling applications contain many tubular parts, protrusions, engravings, embossings,

folds, and smooth bends. It is difficult to design and edit such features using the parameterized operations or even free-form deformations available in CAD or animation systems. The Bender tool proposed here complements previous solutions by allowing a designer holding a 6 DoF 3D tracker in each hand to control the position an ...

Keywords: 6 DOF tracker, adaptive subdivision, biarc, deformation, space-warp

13 Virtual clay: a real-time sculpting system with haptic toolkits

Kevin T. McDonnell, Hong Qin, Robert A. Wlodarczyk
March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**
Publisher: ACM Press
Full text available: pdf(2.87 MB) Additional Information: full citation, references, citings, index terms

14 I/O device Emulation in The Stanford Emulation Laboratory

Jerry Huck, Charles Neuhauser
November 1979 **ACM SIGMICRO Newsletter , Proceedings of the 12th annual workshop on Microprogramming MICRO 12**, Volume 10 Issue 4
Publisher: IEEE Press, ACM Press
Full text available: pdf(584.35 KB) Additional Information: full citation, abstract, references, index terms

This report describes the implementation of an I/O device emulation system for a universal host machine, the Emmy. The actual system I/O devices are part of a PDP-11/05 system supporting the UNIX operating system. To support device emulation a process is established within this system to act as a simple I/O channel responding to host I/O requests. This channel process is able to provide three basic device structures: serial, linear and variable, which correspond roughly to character, disk-l ...

15 An approach to natural gesture in virtual environments

Alan Wexelblat
September 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 3
Publisher: ACM Press
Full text available: pdf(1.53 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article presents research—an experiment and the resulting prototype—on a method for treating gestural input so that it can be used for multimodal applications, such as interacting with virtual environments. This method involves the capture and use of natural , empty-hand gestures that are made during conventional descriptive utterances. Users are allowed to gesture in a normal continuous manner, rather than being restricted to a small set of discrete gestural commands as in ...

Keywords: gesture, input methods, multimodal, natural interaction

16 Bricks: laying the foundations for graspable user interfaces

George W. Fitzmaurice, Hiroshi Ishii, William A. S. Buxton
May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: html(44.57 KB) Additional Information: full citation, references, citings, index terms

17 Data base directions: the next steps

John L. Berg
November 1976 **ACM SIGMOD Record , ACM SIGMIS Database**, Volume 8 , 8 Issue 4 , 2
Publisher: ACM Press
Full text available: pdf(9.95 MB) Additional Information: full citation, abstract

What information about data base technology does a manager need to make prudent decisions about using this new technology? To provide this information the National Bureau of Standards and the Association for Computing Machinery established a workshop of approximately 80 experts in five major subject areas. The five subject areas were auditing, evolving technology, government regulations, standards, and user experience. Each area prepared a report contained in these proceedings. The proceedings p ...

Keywords: DBMS, auditing, cost/benefit analysis, data base, data base management, government regulation, management objectives, privacy, security, standards, technology assessment, user experience

18 Software: VRPN: a device-independent, network-transparent VR peripheral system

Russell M. Taylor, Thomas C. Hudson, Adam Seeger, Hans Weber, Jeffrey Juliano, Aron T. Helser
November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**
Publisher: ACM Press
Full text available: pdf(344.60 KB) Additional Information: full citation, abstract, references, citings, index terms

The Virtual-Reality Peripheral Network (VRPN) system provides a device-independent and network-transparent interface to virtual-reality peripherals. VRPN's application of factoring by function and of layering in the context of devices produces an interface that is novel and powerful. VRPN also integrates a wide range of known advanced techniques into a publicly-available system. These techniques benefit both direct VRPN users and those who implement other applications that make use of VR periphe ...

Keywords: input devices, interactive graphics, library, peripherals, virtual environments, virtual worlds

19 Surface modification tools in a virtual environment interface to a scanning probe microscope

Mark Finch, Vernon L. Chi, Russell M. Taylor, Mike Falvo, Sean Washburn, Richard Superfine
April 1995 **Proceedings of the 1995 symposium on Interactive 3D graphics**
Publisher: ACM Press
Full text available: pdf(3.87 MB) Additional Information: full citation, abstract, references, citings, index terms

The NanoManipulator system has been expanded from a virtual-reality interface for a specific scanning tunneling microscope to include control of atomic force microscopes. The current state of the system is reviewed, and new tools extending the user's feel and control in manipulation and fabrication in the mesoscopic regime are detailed. Manipulations that could not be performed using the techniques available from commercial SPM systems are demonstrated, and the direction of ongoing research ...

Keywords: atomic force microscopy, force, haptic, interactive graphics, scanning tunneling microscopy, scientific visualization, teleoperation, telepresence, virtual worlds

20 Query evaluation techniques for large databases

Goetz Graefe

June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(9.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

IEEE Xplore® RELEASE 2.1

Results for **"(virtual tape<in>metadata)"**
Your search matched **3** of **1396453** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

e-mail

» Search Options

View Session History

New Search

Modify Search

(virtual tape<in>metadata) Search

☐ Check to search only within this results set

Display Format: ◉ Citation ○ Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

view selected items Select All Deselect All

☐ **1. Hybrid RAID-tape-library storage system for backup**
Lingfang Zeng; Dan Feng; Fang Wang; Ke Zhou; Peng Xia;
Embedded Software and Systems, 2005. Second International Conference on
16-18 Dec. 2005 Page(s):6 pp.
Digital Object Identifier 10.1109/ICESS.2005.60
AbstractPlus | Full Text: PDF(288 KB) **IEEE CNF**
Rights and Permissions

☐ **2. Virtual tape measure for 3D measurements in micro-surgery**
Kim, M.; Milgram, P.; Drake, J.;
Engineering in Medicine and Biology society, 1997. Proceedings of the 19th Ar
Conference of the IEEE
Volume 3, 30 Oct.-2 Nov. 1997 Page(s):967 - 969 vol.3
Digital Object Identifier 10.1109/IEMBS.1997.756504
AbstractPlus | Full Text: PDF(216 KB) **IEEE CNF**
Rights and Permissions

☐ **3. Applications of augmented reality for human-robot communication**
Milgram, P.; Zhai, S.; Drascic, D.; Grodski, J.;
Intelligent Robots and Systems '93, IROS '93. Proceedings of the 1993 IEEE/F
Conference on
Volume 3, 26-30 July 1993 Page(s):1467 - 1472 vol.3
Digital Object Identifier 10.1109/IROS.1993.583833
AbstractPlus | Full Text: PDF(836 KB) **IEEE CNF**
Rights and Permissions

Indexed by Inspec®

IEEE Xplore® RELEASE 2.1

Welcome United States Patent and Trademark Office

Edit an existing query or compose a new query in the Search Query Display.

Select a search number (#) to:

- Add a query to the Search Query Display
- Combine search queries using AND, OR, or NOT
- Delete a search
- Run a search

Tue, 22 Aug 2006, 8:52:22 AM EST

Search Query Display

[redacted]

Recent Search Queries

#1 ((virtual tape<in>metadata) <and> (flexible<in>metadata)) <and> (relative position<in>metadata)

#2 ((flexible tape curve<in>metadata) <and> (smooth<in>metadata))<and> (relative position<in>metadata)

#3 (virtual tape curve<IN>metadata)

#4 (virtual tape<IN>metadata)

#5 (virtual tape<IN>metadata)

[redacted]

Indexed by Inspec®

Web Results **1 - 10** of about **69,200** for **flexible virtual (tape or ribbon) and measure and relative position**. (

Tactile digital bend and shape sensor- bistable dome technology.
Thin **flexible** sensor **ribbons** could be used to monitor fluid motion-surface ... and doorknobs for comparison of palm and **relative** finger **position**/size/force ...
home.earthlink.net/~barkingpo/shapesensor.html - 26k - Cached - Similar pages

[PDF] Spatially continuous six degree of freedom **position** and ...
File Format: PDF/Adobe Acrobat - View as HTML
The availability of linear curvature sensors made with highly **flexible** fibers ... used to **measure** arm. TM. **position** for robotic control. Each **tape** has a ...
www.ee.unb.ca/kengleha/papers/SPI15.pdf - Similar pages

Emerald FullText Article : Spatially continuous six degree of ...
Figures 7 and 8 show a system with two SHAPE TAPEs™ used to **measure** arm **position** for robotic control. Each **tape** has a cross section of 1.3 × 12.5mm, ...
www.emeraldinsight.com/.../viewContentItem.do?contentType=Article&hdAction=lnkhtml&contentId=1454649 - Similar pages

Briefs: Electronic Components and Systems
February, 2005. Coherent Laser Instrument Would **Measure** Range and Velocity ... NPO20261; GPS-Based System Tracks **Relative Position** of Two Airplanes ...
www.nasatech.com/Briefs/ecc.html - 114k - Cached - Similar pages

Sound terms
sensitivity: (1)**Measurement** of at ape's output level capability **relative** to a standard reference **tape**. (2) **Measurement** of the voltage (dBV) a microphone ...
www.filmsound.org/terminology/sound-terms.htm - 135k - Cached - Similar pages

micfilm
The **relative** humidity of the storage area shall not exceed 40 percent. ... Magnetic **Tape** - A **tape or ribbon** of any material impregnated or coated with ...
www.isc.idaho.gov/micfilm.htm - 46k - Cached - Similar pages

Source for current and reliable Test and Measuring Instruments ...
Non-invasive Sensors Design Kit comes with 5 Thermal-**Ribbon**, Thermal-Tab, ... They provide **position** or distance information for linear **measurement** paths, ...
news.thomasnet.com/news/test_measuring_instruments/820 - 81k - Cached - Similar pages

BeoWorld.co.uk... a World of Bang & Olufsen online

The result is the creation of a "**virtual**" treble driver at the upper focal point ... Decibel (dB), Used to **measure relative** differences in level between two ...
www.beoworld.co.uk/glossary.htm - 62k - Cached - Similar pages

CaseMods

To move a **ribbon** cable connector you'll need to separate the locks on the connector itself. ... they 'hold' their **relative positions** because of the shaping. ...
www.7volts.com/casemods.htm - 119k - Cached - Similar pages

USIGS Definitions and Descriptions - T

tape, (surveying) A **ribbon** of steel, Invar, specially made cloth, ... [A survey traverse may determine the **relative positions** of the points which it ...
www.fas.org/irp/agency/nima/nug/gloss_t.html - 200k - Cached - Similar pages

Gooooooooogle ▶
Result Page: 1 2 3 4 5 6 7 8 9 10 **Next**

flexible virtual (tape or ribbon) and m Search

Search within results | Language Tools | Search Tips | Dissatisfied? Help us improve

Google Home - Advertising Programs - Business Solutions - About Google